Gaming System For Providing Game

ABSTRACT

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A gaming system (S) comprising a gaming server (10) and one or more gaming terminals (40A, 40B, etc.) is provided for providing a game, which may shift to a special mode. The one or more gaming terminals (40A, 40B, etc.) optionally constitute a gaming machine group (30). The gaming server (10) and the gaming terminals (40A, 40B, etc.) may be connected with each other via a communications network. In this gaming system, a special event may be generated on the basis of features of personal attribute information of players participating in the game. The special event may have a title relating to the features so that the title may be awarded to a winner of the game.